

AMENDMENTS TO THE CLAIMS

Claims 1-31 were pending at the time of the Office Action.

Claims 1-23 and 26-31 are amended.

Claims 1-31 remain pending.

1. (Currently Amended) A system comprising:

one or more computer-readable media, the one or more computer-readable media including:: and

a presentation that includes media content, the media content comprising at least one of audio content and video content;

a media engine to obtain input information from the media content, the input information including a descriptor and media type information;

a destination object to receive the input information from the media engine, the destination object further selectively associates the input information with one or more output presentation descriptors, and to provide the one or more output presentation descriptors to the media engine; and

an application to provide the presentation to an output target, the application further configured to create the media engine and the destination object,

wherein the media engine is further configured to obtain at least one transform and setup at least one media sink based on the one or more output presentation descriptors to process the presentation for output to the output target

a component embodied on the one or more computer-readable media, the component to communicatively interact with an

~~application and a media engine to present a presentation the component to selectively provide information to the media engine describing where and how media content is to be presented in response to an access by the media engine.~~

2. (Currently Amended) The system of claim 1, wherein the destination object-component exposes an application program interface that is used by the application to interact directly with the destination object-component.

3. (Currently Amended) The system of claim 1 wherein the destination object-component defines where and how the presentation is to be presented.

4. (Currently Amended) The system of claim 1, wherein the destination object provides output presentation descriptors in the form of an information object-component provides an object with information that the media engine uses to obtain a media sink component.

5. (Currently Amended) The system of claim 1, wherein the destination object-component is to receive information associating an input media stream with a presentation output media stream.

6. (Currently Amended) The system of claim 1, wherein the destination object-component contains a plurality of sub-destination objects-sub-components, each sub-destination objects-sub-component being related to an output media stream to be presented in the presentation.

7. (Currently Amended) The system of claim 1, wherein the output presentation descriptors information contained in the destination object component can be changed while the presentation is being presented.

8. (Currently Amended) The system of claim 7, wherein the destination object component is to signal the media engine that output presentation descriptors information contained in the destination object component is being changed.

9. (Currently Amended) The system of claim 18, wherein the destination object component is to selectively signal the media engine in response to an operation by the application.

10. (Currently Amended) The system of claim 4, wherein the destination object component resides in a computing device and the media sink component resides in another computing device.

11. (Currently Amended) The system of claim 1, wherein the destination object component is to selectively provide information to the media engine related to a presentation clock that allows the application to control the presentation independently of other media content being presented in the presentation.

12. (Currently Amended) The system of claim 1, wherein the destination object component exposes an application program interface (API) implementing a method that is defined to have:

an input argument that is a pointer to a descriptor of a stream of media content to be presented in the presentation;

another input argument that is a pointer to a media type to be used in presenting the stream of media content; and
an output argument that is a pointer to an object containing information regarding where and how media content is to be presented.

13. (Currently Amended) The system of claim 6, wherein the destination object-component exposes an application program interface (API) that is selectively used by the application to change how many sub-components are contained in the component.

14. (Currently Amended) The system of claim 1, wherein the destination object-component is to selectively provide outputs presentation descriptors for subsequent presentations originating from the media source in a “timeline”-style presentation.

15. (Currently Amended) A method for use by an application in presenting a presentation, the method comprising:

selectively providing input information describing media content to be presented in the presentation to a destination object-media-engine in response to an operation by ~~a~~ the media engine;

selectively associating the input information with output information using the destination object, the output information enabling the transformation of the presentation for output to an output target; and selectively-providing output information from the destination-related to an object-containing information regarding how the presentation is to be presented to the media engine,

wherein the media engine ~~provides selectively manages~~ the presentation to the output target without requiring further interaction with the application by selectively obtaining one or more transforms and setting up one or more media sinks based on the output information.

16. (Currently Amended) The method of claim 15, further comprising exposing an application program interface that is used by the application to interact indirectly with the media sinks ~~components~~ of the media engine.

17. (Currently Amended) The method of claim 15, wherein the destination object contains output information used by the media engine to determine where the presentation is to be presented.

18. (Currently Amended) The method of claim 15, wherein the output information includes an output information ~~object contains information that the media engine uses to obtain a media sink component.~~

19. (Currently Amended) The method of claim 15, wherein selectively associating the input information with output information includes further ~~comprising receiving information~~ associating an input media stream with a presentation output media stream to be presented in the presentation.

20. (Currently Amended) The method of claim 15, wherein selectively associating the input information with output information includes further ~~comprising~~ obtaining output information related to a plurality of output media streams for which a given input media stream is intended in response to a request from the media engine ~~and returning a collection of the obtained information to the media engine.~~

21. (Currently Amended) The method of claim 20, further comprising changing the number of how many ~~output media streams are present in the plurality of output media streams in response to an operation by the application.~~

22. (Currently Amended) The method of claim 15, further comprising changing at least a portion of the selectively provided output information while the presentation is being presented.

23. (Currently Amended) The method of claim 22, further comprising signaling the media engine that the at least a portion of the output information is being changed while the presentation is being presented.

24. (Original) The method of claim 23, selectively signaling the media engine in response to an operation by the application.

25. (Original) The method of claim 15, wherein the presentation is presented in a client device and the application resides in a server device.

26. (Currently Amended) The method of claim 15, wherein further comprising selectively providing ~~output~~ information to the media engine ~~includes providing related to a presentation clock that ~~enables~~~~ allows the application to control the presentation independently of other media content being presented in the presentation.

27. (Currently Amended) The method of claim 15, wherein selectively providing input information describing media content and selectively providing output information related to an object comprises using an application program interface (API) implementing a method that is defined to have:

- an input argument that is a pointer to a descriptor of a stream of media content to be presented in the presentation;
- another input argument that is a pointer to a media type to be used in presenting the stream of media content; and
- an output argument that is a pointer to the object.

28. (Currently Amended) The system of claim 1, wherein the destination object-component is to selectively provide a series of outputs presentation descriptors to the media engine for a series of presentations that occur during a session.

29. (Currently Amended) The system of claim 28, wherein the destination object-component selectively provides the-an output presentation descriptors multiple times as part of the series of outputs presentation descriptors.

30. (Currently Amended) The system of claim 10, wherein the destination object-component is to signal the media engine that a connection or change therein has occurred between the computing devices

31. (Currently Amended) The system of claim 5, wherein the destination object-component is to receive information associating an input media stream with a presentation output media stream without involvement of the application.